



# Super Dungeon Explore

Skirmish Project 0.3

# Development Notes

- 5 April 2024 first draft started
- 6 April 2024, modified scoring in intro battle. Modified number of crowns and skull tokens generated per Battleplan phase. Modified Bonded Mage to only spawn 1 skull point of models per spawning phase. Added Alternate portraits for Black Knight and 'Ser Arthur'
- 11 April 2024, removed the reference to grids (this variant will be designed solely for a 3'x3' area with rulers and wargaming terrain moving forward). Added 'Sweep' conversion for wargaming terrain. Loot and treasure rules have been modified to be less restrictive.

# Introduction and basic rules

- This variant is based on Super Dungeon Explore 2.0 rules for resolving actions and interactions.
- Gameplay setup, phases and scoring are modified to facilitate a skirmish/wargame experience. These modifications are detailed in the following pages.

# Setup

- Each player chooses a faction and gathers all models in their collections from that faction along with their respective cards.
- Setup a 3x3 battlefield with terrain.
- Place objective markers in accordance with the scenario being played
- Construct treasure and loot decks in accordance with the scenario being played
- Each player deploys in accordance with the scenario being played
- Players begin the first battle round as detailed on the following pages.

# Wargaming Terrain

- When playing on traditional wargaming/hobby terrain all measurements convert to inches.
- The following modifications apply to AOE abilities:
  - **Burst:** Every model within X inches of the target's base is affected.
  - **Cross:** Make two straight lines centered over the user model, in an approximate cross shape. Every model within x inches of the user model's base and under one of these lines is affected.
  - **Lance:** make a single straight line in any direction, centered over the user model. This line is assumed to be as wide as the user-model's base. Every model under this line and within X inches of the user model is affected.
  - **Aura:** Every model within X inches of the user's base is affected.
  - **Sweep:** Select a single point on the edge of the attacking model's base and make a semi-circle from that point. Any model within X inches of that point and under the semi-circle is affected.

## Introductory Scenario: King Jasper's Treasure

*A royal convoy was ambushed on its way to the castle. Treasure belonging to the king was scattered during the fight. Claim it quickly before it finds its way into enemy hands!*

### Setup

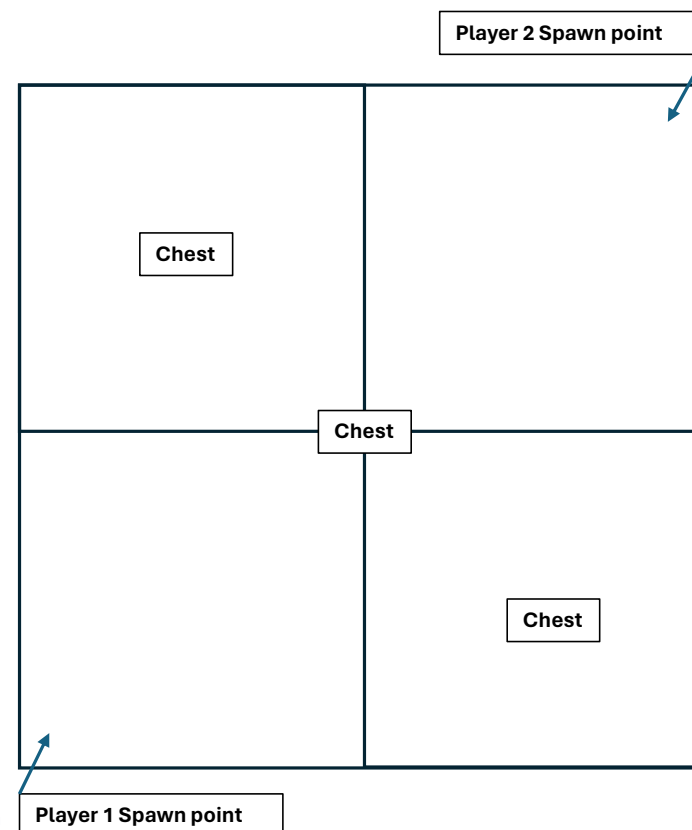
- Place a treasure chest roughly in the center of the battlefield, not in terrain.
- Randomly determine the first player and second player.
- The first player places a treasure chest in one quadrant of the battlefield at least four inches away from the battlefield edges and at least 9 inches away from the center treasure chest.
- The second player places a treasure chest in the opposite quadrant of the battlefield at least four inches away from the battlefield edges and at least 9 inches away from the center treasure chest.
- Shuffle the **loot** deck and place it where either player can reach it.
- Remove all traps (boo booty, etc) from the **treasure** deck. Divide the **treasure** deck into **STR, WILL, DEX, ARM**, and **OTHER** (other: all loot that does not increase STR, WILL, DEX or ARM). Shuffle each deck separately then place each one face down where both players can reach them. Turn the top card face up on each **treasure** deck.
- The first player selects a quadrant without a treasure chest and places a spawn point within 2 inches of the battle edge corner of that quadrant. The first player then spawns 8 skulls worth of models within 3 inches of their spawn point.
- The second player takes the remaining quadrant without a treasure chest and places a spawn point within 2 squares of the battle edge corner of that quadrant. The second player then spawns 8 skulls worth of models within 3 inches of their spawn point.

### Scoring and looting

- A player takes possession of a treasure chest when they move a model within 1 inch of it and spend 1 Action point. When a player takes possession of a treasure chest, they may take one revealed card from any treasure deck. (the next face down card is then revealed) Then that treasure chest is removed, and that player places a spawn point in its place. **That player then scores 10 points**
- A player may draw a loot card when they:** defeat an 8 or 16 bit enemy model. **That player then scores points equal to the skull value of the model defeated.**
- A player may draw 3 loot cards when they:** defeat an enemy spawn point. **That player then scores 5 points**
- A player may draw a face up treasure card when they:** defeat an enemy 'Super' model, or they trade in 6 loot cards. (the next face down card is then revealed) **That player then scores points equal to the skull value of the model defeated.**

**Spawning Phase:** Each player may spawn 3 Skulls of models at each spawn point they control. Additionally, they may spawn 1 'Super' model at 1 spawn point they control, but cannot exceed 3 Super models total on the battlefield.

**Endgame:** Once a player reaches 50 points, or either player loses their last spawn point, the game is played until the end of the current battle round. Both players then add up their points and the player with the most points is the winner. If both players have the same number of points, the player with the most skulls worth of models on the table wins. If both players have equal skulls worth of models on the table, the game ends in a tie.



## Battle Round Phases

1. Battleplan Phase: Each player declares any abilities that take place in this phase
  - Each faction has a card that details how their Battleplan Phase is resolved. For example the Crystalia Castle Forces generate 'Crowns' that can be spent to activate aura buffs, while Von Drakk Manor generate 'Skull-Tokens' which can be used to raise 'Bone-Piles'
2. Initiative Roll: The player's roll dice equal to the WILL stat of any one model in the force and currently on the battlefield. Whoever rolls the most stars is the first player for this battle round.
3. Activation phase: Starting with the first player, players alternate turns. Each player may activate a single 16-bit/Super model or up to 3 skulls of 8-bit models on their turn. Players alternate turns until every model on the board has been activated. Once every model has been activated, the activation phase ends. Each model can only be activated once per battle round.
4. Upkeep phase: Players check the victory/scoring conditions of the scenario they are playing to see if the endgame conditions have been met. If so, the game ends, and the winner is determined. If not, the game proceeds to the next round.
5. Spawning phase: Each player spawns models in accordance with the scenario they are playing.

## Hearts and Potions

Hearts and potions: in this game variant all models can generate hearts and potions in the same manner as Hero's in SDE 2.0. Hearts can be used on any unit in the same manner as SDE 2.0. Potions can go to any model with a potion capacity, or to the player's inventory. Each force will have an inventory card that specifies how many potions they can hold at any time and what potion actions are available to their force.

## Loot and Treasure

### Loot:

- 8-Bit models may only equip BLUE loot cards. The bonus from that card is given to all 8-Bit models of that type. Any model may discard a piece of loot to equip a new one. That loot is then lost.
- 16-Bit models may equip only one RED treasure card in addition to any BLUE loot cards.
- Hero/Super models may freely equip RED treasure cards and BLUE loot cards following normal SDE 2.0 restrictions for equipping cards.

**Heroic Challenge:** If a model equipped with a Treasure card is defeated by an enemy 'Super' or 'Hero' model, that model may claim the equipped Treasure card.

Crystalia Castle Forces

**Knight Commander:** Each Battleplan Phase, Crystalia Castle Forces generate 1 Crown.

**Crowns:** Crystalia Castle forces may spend Crowns during the **Battleplan Phase** to activate ‘Aura’ abilities. The number of crowns spent is equal to the action point cost of each Aura ability’s action point cost. Auras activated in this manner do not cost the respective unit any action points. These Aura abilities remain in effect until the next Battleplan Phase.

Potion Capacity: 3

**Sprite Syrup:**

**Holy Oil:** Burst 1,

**Elixir of Light:** WILL, Remedy, Holy

Priest of Light MV:6 ACT:2

Human Soldier Elite

x1 STR 3 1  
ARM 3  
WILL 3  
DEX 1 1  
3  
2  
2  
SAPPHIRE, HEALER, HOLY

**Holy Judgement:** Wave3

**Healing Light** Wave3, Heal 1

**Goddess’ Mercy:** When a friendly model would be removed from play, that model instead remains in play with 1 wound remaining

This model spawns with 1 potion in their possession. Potions carried by this model do not count against the potion capacity of the force they belong to.

SER ANTHONY

HUMAN SOLDIER MINI-BOSS

8

3

STR

2

2

ARM

3

WILL

3

DEX

1

1

6

4

DEFENDER, SUREFOOT

2

Breakthrough:

, Lance 6, Charge

2

Trample:

, Wave 3,

1

Suffer Not:

, Aura 2,

SUPER

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SER ANTHONY

HUMAN SOLDIER MINI-BOSS

Charge:

When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

Defender:

Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

Immune:

Status Effects

Knockdown:

A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

Surefoot:

A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Despite his youth, Ser Anthony rose through the ranks of the Crown Guard quickly. Taken under the wing of the venerable knight Ser Charles he excelled at his studies—both physical and mental. At Ser Charles' retirement, it was the great knight's honor to see his squire rise to fill his station.

NJD301502 - CROWN GUARD WARBAND - 4 of 24

WATCH TOWER

SPAWNING POINT

ARM

1

3

RESOLVE AURA

Spawning Pool:

1x Watchtower (Spawning Pool)

1x Sergeant-at-Arms

2x Longbowmen

2x Pikemen

2x Swordsmen

START

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WATCH TOWER

SPAWNING POINT

Resolve Aura:

Monsters with Affinity that are within two squares of a model with Resolve Aura are immune to control effects.

Immune:

Status Effects

The Crown Guard is the standing army of the King of Crystalia. Made up of highly trained and dedicated servants of the land, the Crown Guard is the primary bulwark against the forces of the Dark Consul. It is their duty to maintain order and security within Crystalia, so that Heroes have the freedom to strike at the heart of the Dark Consul's dungeons. While Heroes and the Crown Guard work hand-in-hand, it is not uncommon for a Hero to cross the line with a bit of excessive celebration or occasional shady deal that puts them at odds with the Crown Guard.

NJD301502 - CROWN GUARD WARBAND - 6 of 24



SERGEANT-AT-ARMS  
HUMAN SOLDIER ELITE

62



STR 21  
ARM 2  
WILL 3  
DEX 2

MOB

2 Clear the Ramparts: Sweep 2, Push 2, +1 STR  
1 Veteran Tactics: Aura 2, Soldiers in the area gain Feint.  
2 Redouble: Wave 3, Soldiers in the area immediately make a single basic offensive action.

16  
BT

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SERGEANT-AT-ARMS  
HUMAN SOLDIER ELITE

Feint: When a model with Feint makes an offensive action, it may choose one dice from the target's defense roll and force them to reroll the result.  
  
Mob: When making a offensive action, a model with Mob adds +1 STR to their offense roll for every additional model with Mob that is in range of their target, up to +3 STR.

Sergeants-at-Arms are veteran soldiers, who have spent their life in service to Crystalia and its people. They are cunning tacticians who survey the field of battle and ensure their troops are being used in the most efficient and effective manner possible.

NJ0201502 - CROWN GUARD WARBAND - 8 of 24

LONGBOWMAN  
HUMAN SOLDIER MINION

61



STR 2  
ARM 1  
WILL 1  
DEX 3

WIND OF BLADES

8  
BT

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LONGBOWMAN  
HUMAN SOLDIER MINION

Wind of Blades: A model with Wind of Blades may spend all of its movement points to make a single Missile Attack basic offensive action.

Longbowmen train from an early age to become masters of their craft. Drawing bows too thick and powerful for a normal person to use, Longbowmen can rain arrows down upon their foes with remarkable speed and accuracy.

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# SWORDSMAN

HUMAN SOLDIER MINION

6 1

DEFENDER, MOB

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## SWORDSMAN

HUMAN SOLDIER MINION

**Defender:** Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

**Mob:** When making a  offensive action, a model with Mob adds  **STR** to their offense roll for every additional model with Mob that is in range of their target, up to  **STR**.

*Swordsmen are specially trained soldiers within the Crown Guard tasked with protecting their fellow soldiers, and the innocent, in battle. Long hours are spent training with their shields, learning to use it in the defense of themselves and others.*

NJD001302: CROWN GUARD WARBOARD 12 of 24

# PIKEMAN

HUMAN SOLDIER MINION

6

1

STR  
3

ARM

1

WILL

1 1

DEX

2

1

1

MOB

8  
BIT

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## PIKEMAN

### HUMAN SOLDIER MINION

**Mob:** When making a  offensive action, a model with Mob adds  **STR** to their offense roll for every additional model with Mob that is in range of their target, up to  **STR**.

*Pikemen are the first line of defense among the Crown Guard. These proud warriors brandish long-hafted pikes, and train relentlessly in fighting as a unified regiment.*

NJD21503 - CROWN GUARD WARBOARD 14 of 24



SER ELMER  
HUMAN SOLDIER MINI-BOSS

63



STR 2-2  
ARM 1-2  
WILL 3  
DEX 1-1  
64

DEFENDER

2 Shield Breaker: +1 STR   
1 Form On Me: , Wave 3, Pull 2  
1 Veteran Endurance: , Aura 2, +1 ARM

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SER ELMER  
HUMAN SOLDIER MINI-BOSS



STR 2-2  
ARM 3  
WILL 3  
DEX 1-1  
64

DEFENDER, SUREFOOT

2 Breakthrough: , Lance 6, Charge  
2 Trample: , Wave 3,   
1 Suffer Not: , Aura 2,

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SER ARTHUR  
HUMAN SOLDIER MINI-BOSS

83




STR 2-2  
ARM 3  
WILL 3  
DEX 1-1  
64

DEFENDER, SUREFOOT

2 Breakthrough: , Lance 6, Charge  
2 Trample: , Wave 3,   
1 Suffer Not: , Aura 2,

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SER ARTHUR  
HUMAN SOLDIER MINI-BOSS



STR 2-2  
ARM 3  
WILL 3  
DEX 1-1  
64

DEFENDER, SUREFOOT

2 Breakthrough: , Lance 6, Charge  
2 Trample: , Wave 3,   
1 Suffer Not: , Aura 2,

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## Von Drakk Manor Forces



Potions and Skull Tokens

**Lord Necromancer:** Each Battleplan Phase, Von Drakk Manor Forces generate 1 **Skull Token**.

**Skull-tokens:** Von Drakk Manor forces may spend skull-tokens during the Battleplan Phase to raise Bone-Piles. The number of Skull-tokens spent is equal to the Skull-Value of the unit being raised from the Bone-Pile. Units raised in this manner do not count against the total units that may be spawned during the Respawn phase.

**Potion Capacity:** 5




**Putrid Brew:** When a friendly model would be removed from play, every enemy model within 2 squares/inches of that model suffers  and .

## BONDED MAGE MV:6 ACT:3

Undead Elite



AMETHYST, EXHUME

**2** **Foul-Blast:**  If this attack **succeeds** Place one Zombie from the spawning pool in base contact with the target model.

**2** **Wakey-Wakey:** Place one Zombie from the spawning pool in base contact with this model



**Exhume:** Each Spawning Phase this model may spawn a single undead model worth 1 Skull within 3 squares/inches of itself.

**Black Knight** MV:8 ACT:3

Undead Miniboss



STR 2 2  
ARM 3  
WILL 3  
DEX 1 1

6 4

AMETHYST, SUREFOOT

2 Breakthrough:[ ] Lance 6, Charge

1 Dread-mount's breath: Sweep 3,



**Dread CMDR** MV:6 ACT:3

Undead Miniboss



STR 3  
ARM 1 2  
WILL 3  
DEX 1 1

6 4

AMETHYST,

2 Sword Breaker:[ ] +1 STR

1 Swarm-Them!: Wave 3, Compel 6



DUST COVEN NECROMANCER  
WITCH ELITE

63



STR 1  
ARM 0  
WILL 2  
DEX 2

32

- 1 Tide of Bones: Wave 2, Raise
- 1 Renewed Vigor: [Blue Aura], Wave 2, Compel 2
- 1 Ghastly Vigor: [Blue Aura], Aura 3, All Undead gain +1 STR

16 BIT

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## Executioner

MV:6 ACT:2  
Undead Elite



1

STR 1 2

ARM 2

WILL 3

DEX 1 1

3

2

AMETHYST,

2 Helm Splitter: [Blue Aura] MASSIVE DAMAGE, IMPROVED CRITICAL

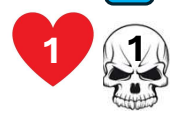
16  
BIT

**Deadeye**  
Undead Minion



MV:6 ACT:1

STR 2  
ARM 0  
WILL 2  
DEX 3



AMETHYST, BONE PILE



**DREAD KNIGHT**  
UNDEAD SKELETON ELITE

6 2

STR 2  
ARM 1  
WILL 2  
DEX 1

BONE PILE

2 Cursed Blade: STR, W

BIT

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SHALLOW GRAVE

PAIRED SPAWNING POINT

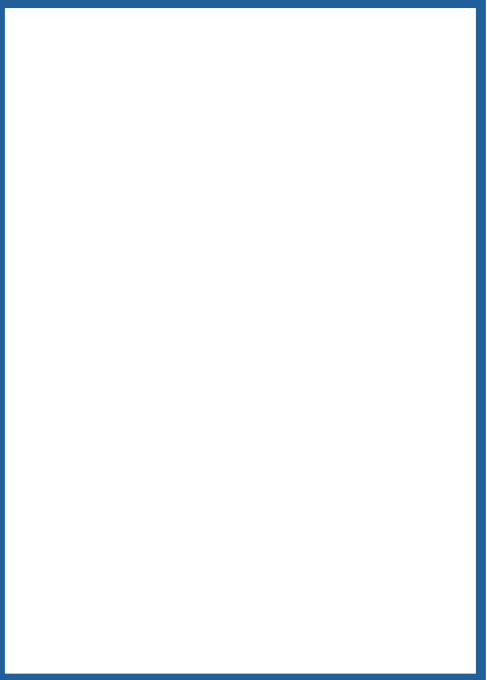
ARM

1

4

START

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SWAMPIE

UNDEAD ZOMBIE MINION

5

1

STR

2

ARM

1

WILL

1

DEX

1

8

BW

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**Black Knight** MV:8 ACT:3

Undead Miniboss



AMETHYST, SUREFOOT

3 STR 2 2  
ARM 3  
WILL 3  
DEX 1 1  
6 4

2 Breakthrough:[ 3 ] Lance 6,  
Charge

1 Dread-mount's breath:  
Sweep 3,

